



**The Living city shield
PDF tutorial**

Paints used :

Wood & badge

- Dark green (Vallejo game color)
- German camo bright green (Vallejo mc)
- Salmon (AK)
- Rubber black (AK)
- Decomposed flesh
- White
- Seraphim sepia (old formular)

Gold trim

- Hull red (Vallejo mc)
- Grim brown (AK)
- British Khaki (AK)
- Ice yellow (Vallejo mc)
- White
- Seraphim sepia (Old formular)





We start by basecoating the wood, with a 3:1 mix of dark green & rubber black.



We now make a 1:1 mix of dark green & german camo bright green, & layer all the raised areas on the wood. Add 1 part of water.



We now add 1 part more of german camo bright green & highlight the wood grains, towards the center of the shield.



We now add a $\frac{1}{2}$ part of salmon to the previous step & highlight the center of the wood grains, on the center of the shield.



We now add a $\frac{1}{2}$ part more of salmon to the previous mix highlight the very center of the wood grains & the lower edges of the cuts in the wood.

We furthermore basecoat the shield trim, with a 1:1:1 mix of hull red, grim brown & british khaki.



We now add 3 parts of british khaki to the previous mix & layer the center of the trim & all the edges. Add 1 part of water.



We now make a 2:1 mix of british khaki & ice yellow, & glaze further towards the very center of the trim & edge highlight all the edges & add scratches.



We now layer all the trim parts with seraphim sepia.

We furthermore add 1 part more of ice yellow to the previous mix & glaze the very center of the light reflections.



We now make a 2:1 mix of ice yellow & white, & edge highlight all the edges that is facing upwards & sharpest edges. We furthermore layer the nails with black & highlight them with the same mix as before. Finally we start on the badge, by basecoating it with decomposed flesh & layer the upper quarter, with a 1:1 mix of decomposed flesh & white. Add 1 part of water.



We now make a 2:1 mix seraphim sepia & dark green & shade the lower quarter of the badge – add 1-2 parts of water. 2-3 layers should be enough.



We now add the decal, & then edge highlight the upper edges & add scratches with a 1:1 mix of decomposed flesh & white – the lower edges is highlighted with decomposed flesh. The shield is now done 😊